

GAME BOY ADVANCE

KONAMI

AGB-BYDE-USA



INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

EVERYONE



Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING

www.esrb.org

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Rev-D (L)

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Linked Multi-Player Games

■ What You Need

- Game Boy® Advance 1 for each player
- "Yu-Gi-Oh! Destiny Board Traveler" Game Pak 1 for each player
- Game Boy® Advance Game Link® Cable
 - For 2 players 1 cable
 - For 3 players 2 cables
 - For 4 players 3 cables

■ Notes about Linked Multi-Player Games

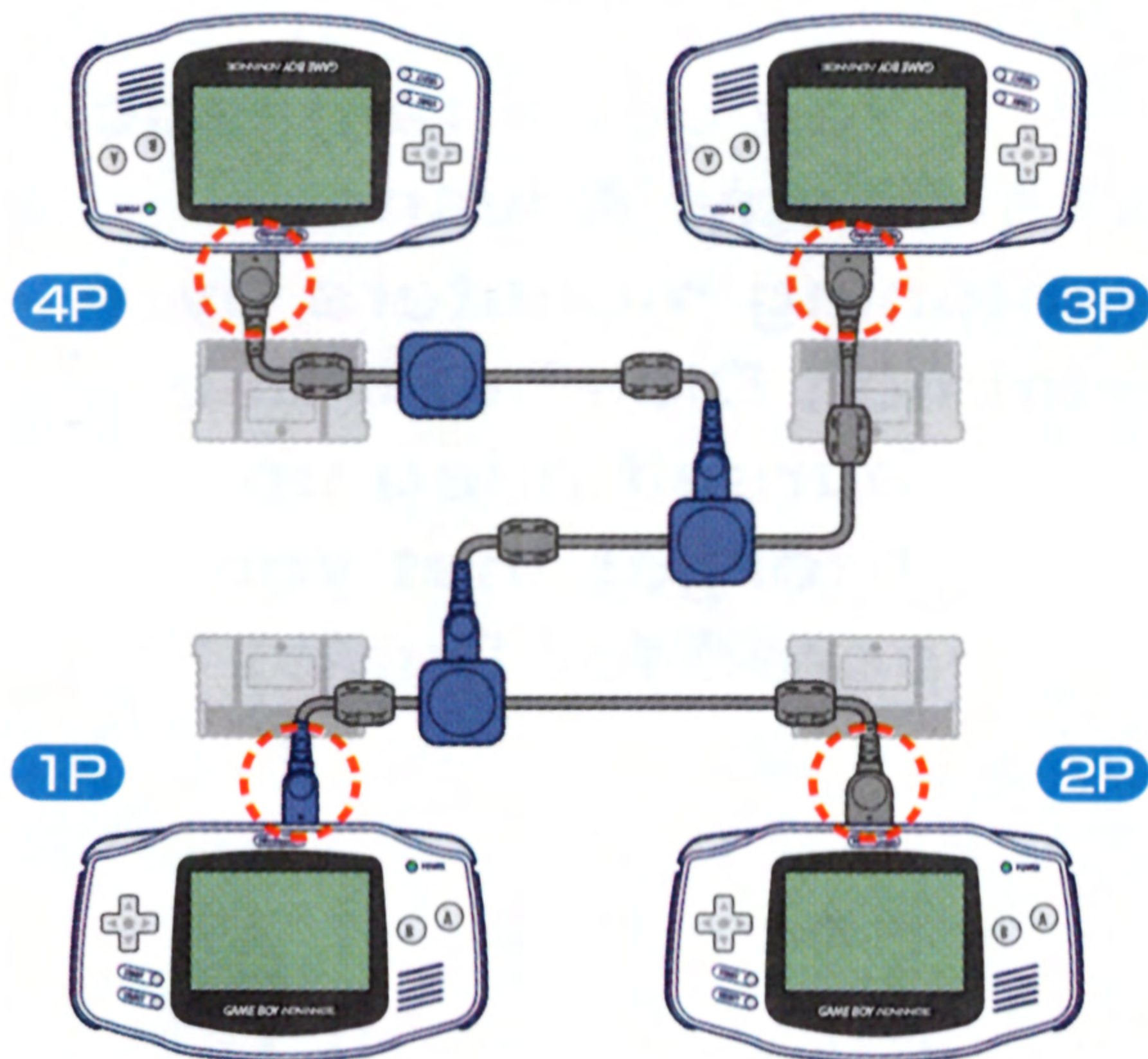
Any of the following may cause problems before and during Linked Multi-Player games:

- Game Boy® Advance Game Link® Cable not used to connect the systems
- Game Boy® Advance Game Link® Cable(s) not fully inserted
- Game Boy® Advance Game Link® Cable(s) removed during a game
- Game Boy® Advance Game Link® Cables and Game Boy® Advance systems not connected properly
- 5 or more Game Boy® Advance systems connected

* For 2- or 3-player games, do not connect more Game Boy® Advance systems or cables than are required.

* Player 1 is the player whose Game Boy® Advance is connected to the smaller plug.

[Game Boy® Advance and Game Boy® Advance Game Link® Cable Connection Illustration]



■ Connecting the Game Boy® Advance Systems

1. Make sure that the power is OFF on all systems and insert a Game Pak in each system.
2. Connect the Game Boy® Advance Game Link® Cables together and plug them into the External Extension Connection (EXT) on the top of each Game Boy® Advance system.
3. Turn the power switches on all the systems ON.
4. Refer to P.17 for further instructions.

Connect the Game Boy® Advance Game Link® Cables and Game Boy® Advance systems as shown in the illustration to the left.
(Note the size of the plugs)

What is "Yu-Gi-Oh! Destiny Board Traveler"?

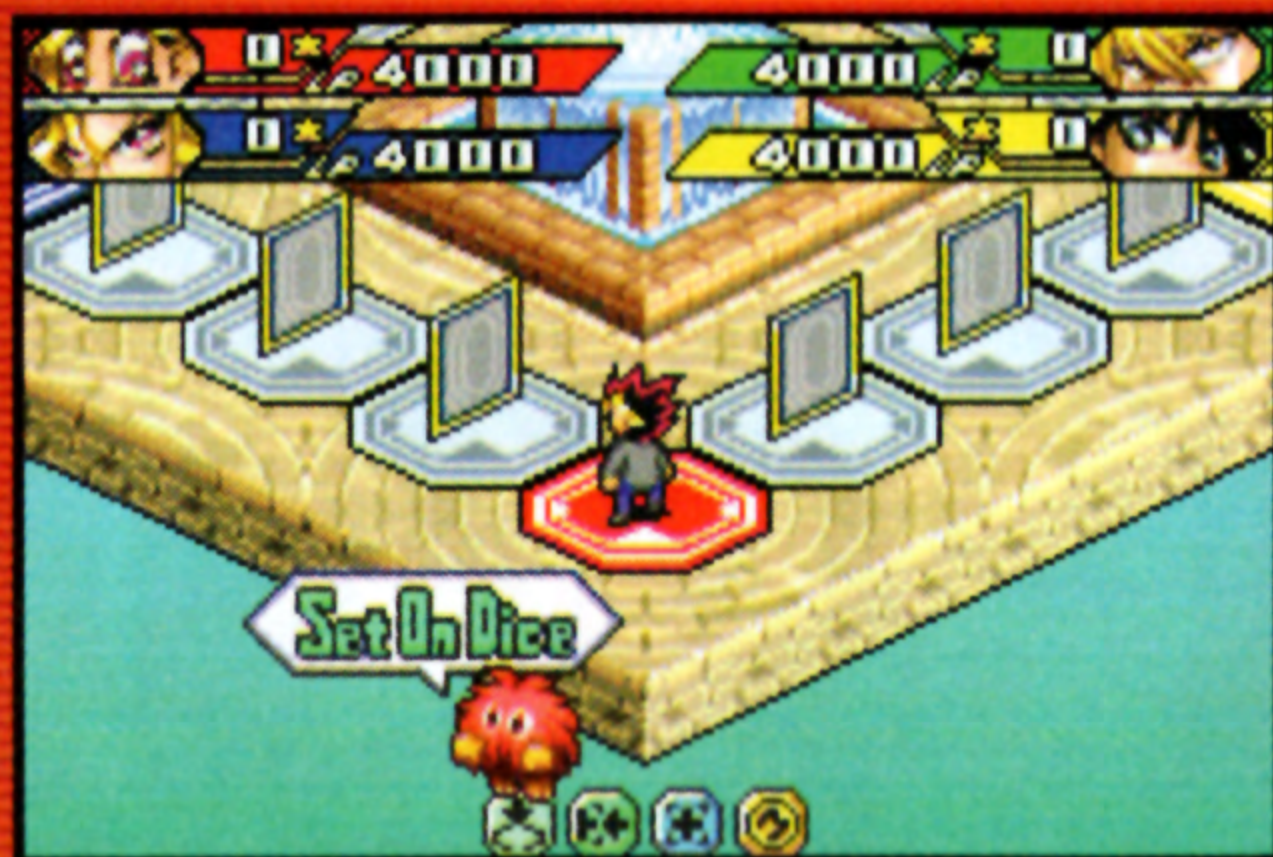
What happens when you mix the ultra popular "Yu-Gi-Oh! Duel Monsters" card game with board games and dice? You get a fantastic, exciting fusion of fun and strategy. Advance through the game by summoning monsters by rolling the mysterious "Summon Dice" and use your "Super Power" to give yourself a leg up on your opponents. And let's not forget that your monsters will have to be prepared for Duels! You'll need a little luck and some solid strategy to master the in-depth gameplay of this new vision in board games and defeat your enemies - **"Yu-Gi-Oh! Destiny Board Traveler"!**



A New Twist on Board Games

Supports up to 4 Players

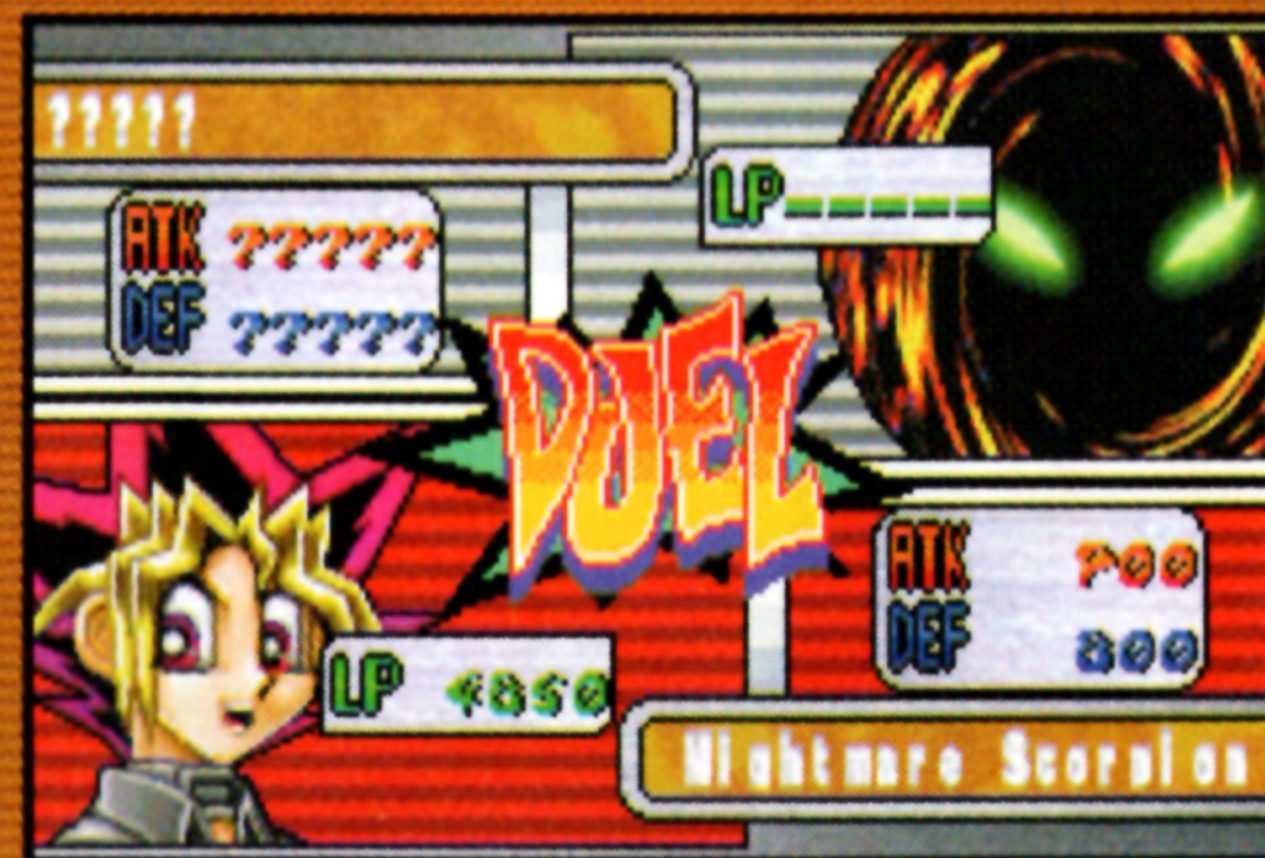
By linking GBA systems with Game Link cables, you can go head-to-head with up to 3 friends!



Each character has a Super Power and favorite type of Deck. Play as any one of the available characters!

A Furious Scramble for Control of the Map!

You fought hard for control of that map space, so stay on your toes. Another player could challenge you at any point!



Win the duel and you get to summon your monster to the space. The stronger the monster, the more stars you add to your total!

Never Let A Chance to Turn the Tables Slip Away!

You'll have plenty of opportunities to turn the odds in your favor by using your Super Powers or the Duel Dice. How well you use them is entirely up to you!



Outwit your opponent by activating your Super Power and foiling his well-laid plans. Your Super Power is your ace in the hole and it can give you the advantage when you need it most!



When things look their worst, the Duel Dice might just turn them around. As long as you can still put up a fight, never give up and believe in yourself!

Destiny Board Traveler



*Trust me.
This is no ordinary
board game. It's
unlike anything you've
ever played!*

Game Start!

Character and Map Selection (P.19-P.20)

Select the character you want to play as
and create a game map!



Super Power (P.27)

Select a character
with a Super Power
that matches your
game strategy!



Set Win Conditions (P.20)

You decide what it takes to win and
set the number of stars needed to
clear the map!



Linkage Map (LM) System (P.19)

The Linkage Map
game system allows
you to combine various
maps to form an
original game map!



Rules!

1. Whoever gets the required number of stars first, wins the game.
2. If your LP (Life Points) reach 0, you are disqualified.

Your Turn!

Continued on P.12

Set Cards on the Summon Dice (P.24-P.25)

The faces of the Summon Dice change depending on the number of stars on the cards you set on the Summon Dice.



Roll the Summon Dice and Move Your Character (P.26)

The number of stars you roll determines how many spaces your character can move on the map.



Soul Shuffle (P.26)

The Soul Shuffle can make it easier for you to roll the Star Face.



Special Zones (P.22)

When you land on a Special Zone, any one of a number of special events can occur.



Summon Monsters (P.27)

The face on the Summon Dice that you rolled determines which monster you can summon.



Tributes (P.27)

You will need tribute monsters in order to summon the more powerful monsters.



Duel Start!

Select Monster Positions (P.29)

Put your monster in either Attack or Defense Position. Which will you choose? What about your opponent?



Roll the Duel Dice (P.29)

The Duel Dice can turn an expected outcome upside down. The Duel Dice can reverse the Attack and Defense Positions of the monsters in the duel, as well as reduce their ATK and DEF strengths.



Let's Fight! (P.30-P.31)

Now it's time for the monsters to duke it out one-on-one! Give it all you've got!



Rare Cards (P.22)

Give yourself the advantage by summoning a high-level monster with a rare card that has many stars!



Duel Victory!

Summon Monsters and Gather Stars (P.18)

Your monster is successfully summoned to the space where you landed when you win the duel. This increases your total number of stars!



Next Character's Turn

The first player to gather the required number of stars wins!

Game Controls



This game is mine! I created it, so the least you can do is let me tell you about the game controls!

Game Boy Advance® Controls

The following section outlines the buttons and their functions on the Game Boy Advance. If you are playing on the Game Boy® Advance SP, refer to the Game Boy® Advance SP instruction booklet.

L Button

Select Character

Control Pad

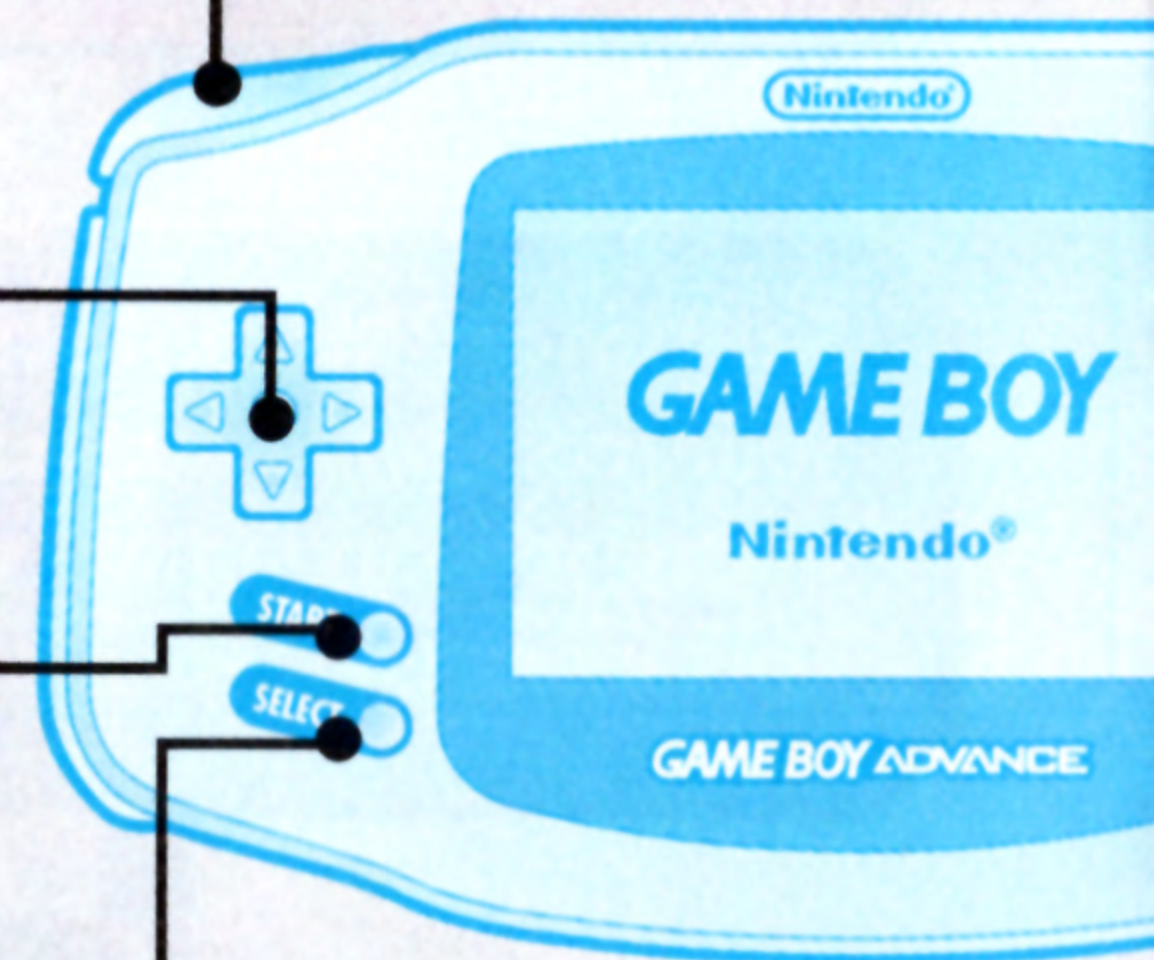
Select Menu Items

START

- Enter Play Mode/ Option Selections
- Show/Hide Info Window (P.24 & P.28)

SELECT

- Enter Play Mode/ Option Selections
- Show/Hide Info Window (P.24 & P.28)



R Button

Select Character

A Button

- Enter Selections
- Tap Rapidly for Soul Shuffle (P.26)
- Send Message



Soul Shuffle



Send Message

B Button

- Cancel
- Send Message
- Roll Dice (P.26)



Roll Dice

Starting a Game



Insert the Game Pak into your Game Boy® Advance (or Game Boy Advance SP) and turn the power ON to display the Main Menu.

Main Menu

Press **SELECT** to select one of the following items from the Main Menu and press **START** to enter your selection.



1 PLAYER

Select this mode to play alone.

2-4 PLAYERS

Select this mode to connect other Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable and play with friends. You can select between 2-4 players. See P.4-5 for instructions about connecting Game Boy® Advance systems with the Game Boy® Advance Game Link® Cable.

OPTIONS

View the game credits or initialize backups. Select "Back" to return to the Main Menu.



Starting Linked Multi-Player Games

When you choose to play a multi-player game from the Main Menu, the "Awaiting connection" screen appears. After the game verifies the connections, players select characters (P.19).



Maps/Win Conditions in Multi-player Games

For multi-player games, Player 1 gets to select the game map and set the win conditions (P19-P20).

Note

Disconnecting the Game Boy® Advance Game Link® Cable or turning the power OFF during linked play will cause errors.



Saving Data

There are no game save/load commands. "Yu-Gi-Oh! Destiny Board Traveler" saves data automatically at the end of each game and loads game data automatically when the power is turned ON.

Game Basics (1)



Let me walk you through the game rules and explain how to create a map. Take a look at P.19 for more details about each map.

Rules

Players get stars when they successfully summon monsters (P.27). When you have the required number of stars, as set in the win conditions (P.20), you win the game.



Life Points (LP)

Life Points (LP) represent the life of the character. They can be affected by events triggered by characters landing in Special Zones (P.22) and by the outcome of Duels (P.28-P.31).



What happens if my LP reaches 0?

- You are disqualified and any monsters you summoned become stray monsters
- If all but one player are disqualified, the remaining active player wins by default

Depending on the map, disqualified players can sometimes rejoin a game. Even disqualified players keep all their stars, so don't give up hope, no matter what happens!

Select Characters

Select a character to play as. Information about a character's Super Power (P.27) is displayed on the left side of the screen when the character is selected.



Select LM Type

Select the number of maps and how they will be linked together to create the game map. After selecting the LM Type, the "Map Select" screen (P.20) is displayed.



What is the LM system?

The LM (Linkage Map) system is a fresh new idea that lets you create game maps by combining several different maps in a variety of different ways!

Game Basics (2)

Select Map

Press UP/DOWN on the Control Pad to select a map number and then LEFT/RIGHT to enter your selection and set the map. Selected maps are set according to the LM Type you chose on the "LM Type Select" screen (P.19). Once the map is complete, the "Win Conditions" screen appears and you get to set the win conditions.



Note

Once a map is selected, it cannot be set using another map number.

Win Conditions

Select the number of stars required to win. After you have set the win conditions, the Map screen appears (P.22).



Adding LM Types and Maps

New map selections are added when you win games. As the number of maps increase, so does the number of LM Types available.

Maps, Maps and More Maps

The following is a small selection of the maps available in the game. Knowing the characteristics of each map can give you the upper hand in any game.



Domino Park

Character LP recovers 1,000 points.

*When you move to the Special Zone (P.22)



Domino Pier

LP of one of the characters (not the one in the Special Zone) is reduced by Doom Meteors.

*When you move into the Special Zone



Desert

Small chance that a monster currently summoned to the space will dry up and wither away.

*When you move into the Special Zone



Outer Space

LP will fall by 1,000 points each turn unless you breathe once every 5 turns.

Maps - Stages of Fierce Conflict (1)

Viewing Maps

The following is a small selection of the maps available in the game. Knowing the characteristics of each map can give you the upper hand in any game.

Character Face

Character LP



Super Power Mark

Displayed when a character's Super Power is activated (P.27).

Summoned Monsters

The gray cards indicate stray monsters and the color-coded cards indicate monsters summoned by the active players.

Number of Stars

Special Zone

These spaces have different effects, depending on the map. If your character has crystals, then you can land on the Special Zone without triggering an event.








The Map screen is also where you set cards from your hand on the Summon Dice (P.25) and summon monsters.

Map Menu

Use the Map Menu to perform the following actions on the Map screen.



	Set on Dice	Show the Card Selection screen (P.24) and select cards to set on the Summon Dice.
	View Space	View information about the monster or Special Zone (facing page) on a particular space.
	View Map	View the map the character is on by scrolling with the Control Pad.
	Large Map	View all the maps, the locations of all other characters and the win conditions.
	Super Power	Activate your character's "Super Power" (P.27).



View Space



Large Map

Maps - Stages of Fierce Conflict (2)

Card Selection Screen

The Card Selection Screen allows you to set cards on the Summon Dice (facing page). Press LEFT/RIGHT on the Control Pad to scroll through the cards in your hand and press the A Button to display the Hand Menu (facing page).

Character Face

Character LP



S/R Mark

The "S" mark indicates that the card is set on the "Star Face" and the "R" mark means that the card is set on a "Regular Face".

Info Window

Displays detailed information about a monster. Press START or SELECT to scroll through pages in the Info Window.

Number of Stars







Info Window Pages

Displays current page number/total pages.

Hand Menu

Use the Hand Menu to perform the following actions on the Card Selection screen.



	Star Face	Set the selected card on the Star Face of the Summon Dice.
	Regular Face	Set the card on a Regular Face of the Summon Dice.
	Roll Dice	Roll the Summon Dice (P.26).
	Back to Map	Return to the Map screen (P.22).
	Cancel	Return to card selection.
	Remove from Dice	Remove a card that had been set on one of the faces of the Summon Dice.



What are the Summon Dice?

Summon Dice are special dice that have faces that change depending on what cards are set on or assigned to each face. It has 1 "Star Face" and 5 "Regular Faces" so you can set up to 6 cards.

Maps - Stages of Fierce Conflict (3)

Roll Dice

Select "Roll Dice" (P.25) from the Hand Menu to start the dice spinning. Press the B Button to roll the Summon Dice (P.25). The number of stars you rolled indicates how many spaces you can move your character before summoning a monster (facing page).

Note that the Summon Dice will roll automatically after a set period of time if you do not hit the B Button.



What if the dice lands on a face without a card?

If you roll a face that doesn't have a card set on it, you can move your character, but then your turn ends. You won't be able to summon a monster. This could put you at a disadvantage, so watch out!

Soul Shuffle

If you tap the A Button as quickly as possible after selecting Dice Roll, the dice will glow and spin even faster. This is called "Soul Shuffle". The faster the dice spins, the more powerful the Soul Shuffle and the greater the chances that you will roll the "Star Face" (P.25).



Summon Monsters

The monster that was set on the face of the Summon Dice that you rolled with the Dice Roll (P.26) command will be summoned. If you already have a monster on a space and you try to summon another monster to the same space, your new monster will replace the previous one. Depending on the level or number of stars of the monster, you may need tribute monsters to successfully summon the monster. See the table below for more information about tribute requirements.



Summon a monster with 5-6 stars

Requires a tribute of 1 previously summoned monster.

Summon a monster with 7 or more stars

Requires a tribute of 2 previously summoned monsters

Super Power

Each character has a Super Power or special ability. When it is your turn, the game determines randomly whether you will be able to use your Super Power or not during that turn. To activate your Super Power, select "Super Power" (P.23) from the Map Menu before you roll the Summon Dice (P.26) during your turn.



Duels - Fight for Control (1)

Duel Screen

If you land on a space where your opponent has already summoned a monster, a duel begins!

Number of Stars

Opponent Card



Info Window

Displays detailed information about a monster. Press START or SELECT to scroll through pages in the Info Window.

Info Window Pages

Displays current page number/total pages.

Cursor

Select a card with the cursor to show detailed information about the monster card.

Super Power Mark

Displayed when a character's Super Power has been activated (P.27).

Player Card

Character LP



You've summoned your monster, now it's time to "Duel"! See P.30-P.31 to learn how to figure out who won.

Duel Menu

Use the Duel Menu to perform the following actions on the Duel screen.

	Attack Position	Set your monster in the Attack Position.
	Defense Position	Set your monster in the Defense Position.
	Pass	Don't make a selection from the Duel Menu.
	Cancel	Return to Duel Screen.

Duel Dice

Players roll the Duel Dice during duels. Depending on the face that the Duel Dice lands on, the monsters and the outcome of the duel can be greatly affected. The following table describes the faces of the Duel Dice and their effects.

Face	Number of sides	Effect
	Reverse Attack/Defense	1 side Reverses the Position of your opponent's monster.
	Reduce ATK/DEF	1 side Lowers the ATK/DEF of your opponent's monster by 500 points.
	Miss	4 sides Has no effect on the Duel.

Duels - Fight for Control (2)

Understanding Duel Outcomes

The following rules explain who wins a duel. Once the outcome of a duel is decided, the next player's turn starts.



Challenger and Defender

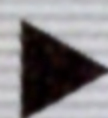
The "Challenger" is the player moving into a space on the map. The "Defender" is the player whose monster has already been summoned to that same space.

* In the following examples, the challenger's monster is on the left, and the defender's on the right.

ATK
900
WIN

×

ATK
700
LOSS

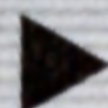


The defender's monster is sent to the graveyard and the defender loses 200 LP. The challenger's monster is successfully summoned to the space.

ATK
700
LOSS

×

ATK
900
WIN

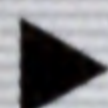


The challenger's monster is sent to the graveyard and the challenger loses 200 LP. The defender's monster keeps the space.

ATK
900
DRAW

×

ATK
900
DRAW

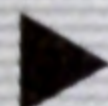


Both the challenger's monster and the defender's monster are sent to the graveyard. The space becomes empty.

DEF

×

DEF



The challenger's monster returns to the player's hand and the defender's monster keeps the space.

* When both monsters are in the Defense Position, the ATK/DEF strengths of the monsters have no effect on the outcome, so they are not listed in the previous example.

ATK 900 WIN	×	DEF 700 LOSS	▶ The defender's monster is sent to the graveyard and the challenger's monster is successfully summoned to the space.
ATK 700 LOSS	×	DEF 900 WIN	▶ The challenger's monster returns to the player's hand and the challenger loses 200 LP. The defender's monster keeps the space.
ATK 900 DRAW	×	DEF 900 DRAW	▶ The challenger's monster returns to the player's hand and the defender's monster keeps the space.
DEF 900 WIN	×	ATK 700 LOSS	▶ The challenger's monster returns to the player's hand. The defender's monster keeps the space, but the defender loses 200 LP.
DEF 700 LOSS	×	ATK 900 WIN	▶ The challenger's monster is sent to the graveyard and the defender's monster keeps the space.
DEF 900 DRAW	×	ATK 900 DRAW	▶ The challenger's monster returns to the player's hand and the defender's monster keeps the space.



What happens if your monster isn't summoned?

If your monster isn't summoned, it means you, as the challenger, lost the duel. The defender's monster keeps the space.

Characters (1)

Yugi



Yugi is the grandson of Grandpa Trusdale, the creator of this board game. He is a very kind and gentle kid who just loves games of all kinds.

Super Power

Change of Heart

He can turn another character's monster into his own monster with a certain degree of probability.

Yugi Sample Hand



1



2



3

- 1 Curse of Dragon
- 2 Gaia the Fierce Knight
- 3 Dark Magician

Joey Wheeler



Joey is one of Yugi's best friends and they share a strong bond. He has a pure heart and believes strongly in the importance of friendship.

Super Power

Re-Roll

He can re-roll the Summon Dice one time.

Joey Sample Hand



1



2



3

- 1 Panther Warrior
- 2 Jinzo
- 3 Red-Eyes B. Dragon

Seto Kaiba



Seto is Yugi's rival. His burning desire is to defeat Yugi and be crowned King of the Duel.

Super Power

Destroy Cards

He can destroy all cards with ATK of 1500 or higher in all character's hands.

Seto Sample Hand



1



2



3

- 1 Vorse Raider
- 2 Blue-Eyes Ultimate Dragon
- 3 Obelisk the Tormentor

Mokuba



Mokuba is Seto's younger brother. Although he's still in elementary school, he is a powerful and faithful ally to his brother.

Super Power

Card Steal

He can steal one card from each of the other characters' hands.

Mokuba Sample Hand



1



2



3

- 1 Mystic Tomato
- 2 Hungry Burger
- 3 Javelin Beetle

Characters (2)

Mai Valentine



Mai is a very beautiful, experienced duelist who is no stranger to the world of professional gambling.

Super Power

Aroma Tactics

She can see details about every monster that is currently summoned on the map.

Mai Sample Hand



1



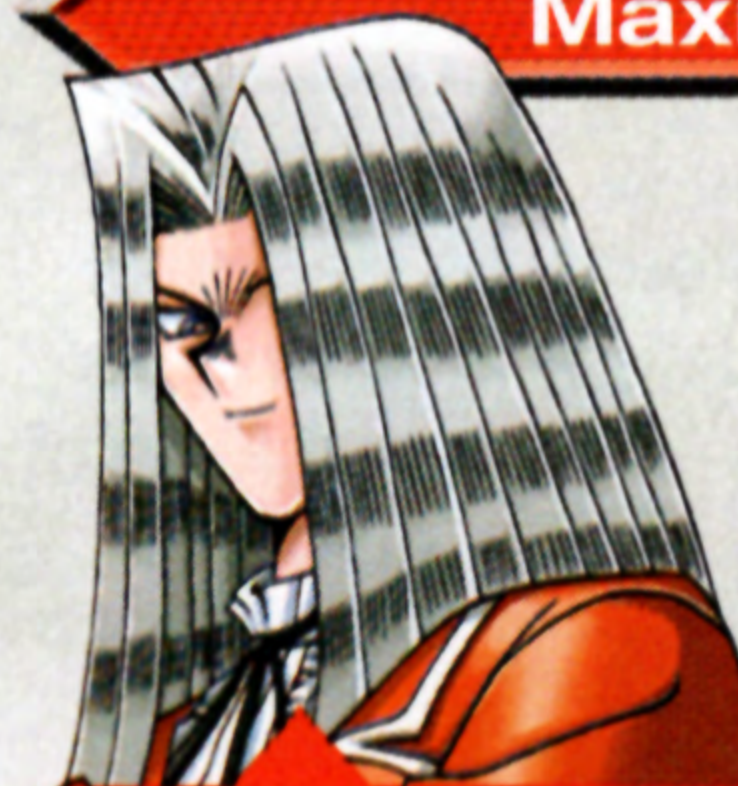
2



3

- 1 Amazoness Fighter
- 2 Harpie Lady Sisters
- 3 Harpie's Pet Dragon

Maximillion Pegasus



Pegasus is a genius game designer with an acute insight into his opponent's thoughts and actions. It's almost as if he can read their minds.

Super Power

Damage Reversal

He can reverse all damage aimed at him during a duel back onto his opponent.

Pegasus Sample Hand



1



2



3

- 1 Toon Summoned Skull
- 2 Manga Ryu-Ran
- 3 Blue-Eyes Toon Dragon

Rebecca Hawkins



Rebecca is a cute young girl with game skills sharp enough to put most others to shame.

Super Power

Warp

She can warp all the characters to different places on the map.

Rebecca Sample Hand



1



2



3

- 1 Stuffed Animal
- 2 Performance of Sword
- 3 F.G.D.

Dark Magician Girl



Dark Magician Girl is the Dark Magician's young, female apprentice.

Super Power

Master's Help

She can summon her master, "Dark Magician", in a duel.

Dark Magician Girl Sample Hand



1



2



3

- 1 Gemini Elf
- 2 Dark Magician Girl
- 3 Dark Paladin

HINTS & TIPS



Let me tell you about some techniques that might just keep you one step ahead. If you follow my advice, you should be able to send your rivals home in shame!

Make the Dice Work for You!

When there's a space on the map you really want to go to, count the steps it would take to reach the space and take a look at the monsters you have with the same number of stars and their abilities. Set them on the appropriate faces of the Summon Dice and use the Soul Shuffle to boost your chances of summoning the monster you want.



To move 2 spaces ahead, set as many cards with 2 stars as you can.



Use that Soul Shuffle. If things go well, you'll roll a 2!

Your Super Power is the Ace in the Hole!

Super Powers are enabled at random. Once you have used a Super Power, there is no telling when it will be enabled again, so it hold on to it and use it when the timing is right for maximum effect!



You can activate your Super Power now!



Activate it when you're in a real tight pinch or when you want to deliver a crushing blow!

NOTES



NOTES



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